

---

Subject: TD Strategies.. what was your favorite?

Posted by [Anonymous](#) on Mon, 08 Apr 2002 00:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You know, its too bad Westwood did a poor job at making real C&C maps. VM beleives, the bigger the map, the more team work is needed. Anyways, VM thinks it would be nice to look back at C&C TD where you put your units in teams and they cooperated, you used strategy, and you won. Lets also look back at the units, and how much they have been changed from TD. All Units/Buildings are in order according to cost. Remeber this is for Multiplay, not single player. And yes, the rocket launcher was on Nod in multiplayer. Infantry Units [7] Shared (3) The Minigunner (100) The Engineer (500) The Commando (1,000) GDI (1) The Grenadier (120) Nod (3) The Flame Thrower The Rocket Launcher (300) The Chem Trooper (500) The Vehicles [23] Ground Units (14) Shared (4) The Armored Personell Carrier (700) The Rocket Launcher (800) The Harvester (1400) MCY (5,000) GDI (3) The Hummer (400) The Ambrams Medium Tank (800) The Mammoth Tank (1200) Nod (7) The Nod Buggy (300) The Mobile Artillery (450) The Recon Bike (500) The M2A2 Bradley Light Tank (600) The Honest John SSM Launcher (750) The Flame Tank (800) The Stealth Tank (900) Aircraft (4) Shared (1) The Transport Helicopter (?) GDI (2) The A-10 Warthog (N/A) The orca (1,000) Nod (1) The Apache (1,000) Watercraft (2) The GDI Gunboat Hover Craft Buildings [21] Bunkers (5) The wooden Fence (10) Barbed Wire (25) Sandbags (50) Chain Linked Fence Concrete Wall Structures (17) Defence Structures (5) GDI (2) Guard Tower (500) Advanced Guard Tower (1,000) Nod (3) Turret (600) SAM (surface to air Missile) Site (750) Obelisk of Light (1,500) Factorys, etc. (12) Tiberium Silo (150) Barracks/Hand of Nod (300) Power Plant (300) Advanced Power Plant (700) The Comm. Center (1,000) Repair Bay (1,200) Helipad (1,500) The Tiberium Refinery (2,000) Weapons Factory/Airstrip (2,000) Advanced Communication Center (GDI only) (2,800) Temple Of Nod (Nod Only) (3,000) Construction Yard (5,000) (not buildable) Others [2] Visceroid Mobile HQ Now that VM has your attention... How much has TD really changed? What were your favorite Strategys?

---